

JACG JACG

NEWSLETTER
Vol. 2 No. 10

JUNE 1983

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Price \$1.00

THE JERSEY ATARI COMPUTER GROUP

All Games

All Games

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From the Editor's Desk ...

Pick a game, any game. Among the 20 game reviews in this issue there should be something to satisfy everyone. In this issue you will find reviews of games for a rainy afternoon, a late night shoot-em-up mood and everything in between.

I would like to thank all of the JACG members who contributed to this issue of the Newsletter. To those people, keep up the good work. To those who have not contributed, I ask that you get out your word processors and start typing. Review a piece of software or hardware. Write a tutorial about something you are familiar with. I continually need material for the Newsletter. By the way, if you submit something, please be sure your name and telephone number is on the media. Sometimes I have questions or would simply like to return it.

Last Minute News..... two representatives from the User Group Support team at Atari will be at our June meeting. They will be videotaping the proceedings and interviewing Atari computer users with interesting and useful applications.

Until next month, *USE* your computer.

Arthur Leyenberger
Editor, JACG Newsletter



AND NOW A WORD FROM THE PRESIDENT...

The rumor mill is running hot and heavy, and about the time you read this newsletter we should have some official word from Atari as to what their lineup will look like later in the year. All eyes will be glued on the Summer Consumer Electronics Show in Chicago in early June. It is safe to say that Atari will be announcing something then. Best guesses now are:

1. Atari 600XL at \$149 with 16K, built-in BASIC (Microsoft?) and a 1200 keyboard.
2. Atari 800XL at \$299 with all the above plus 64K, expandable to 192K, expandable bus.
3. Atari 1201XL at \$499 with all the above plus build-in modem and speech synthesizer.
4. Atari 1251XL at \$799 with all the above plus a built-in disk drive (single density).

The model numbers might be wrong, but the rest is probably close to the mark. Far out speculation says that there will also be a dual processor machine and a portable machine. It's hard for me to believe that all the above can be true, since that will have required Atari to have moved very fast in a short period of time, an effort akin to a blue whale learning to fly in six months. Evolution just doesn't move that fast, folks. Also, every student knows that all institutions resist change and the bigger they are the more they resist. It's called inertia. But, boy, is it ever fun to speculate. I kind of hate to see the CES roll around!

Unless you have been living with your head buried in the Jersey clay, you all know that there are substantial rebates on the 400 and 800, indicating that they are about to be retired from the home computer race. I am often asked, "with all the turmoil going on, what should I buy?" At about \$200 for an Atari 400 + 48K memory board + full stroke keyboard, you can't go too far wrong. An 800 at about \$350 (with BASIC) isn't a bad deal either. The new machines may have some features that will outdate the 400 and 800, but will they run all the software that currently exists? If they don't, I think that Atari is really in trouble. Caveat emptor!!

As the ancient curse goes, "may you live in interesting times".

JACG's Bulletin Board System is moving and going to 24 hours per day. The board is moving to the home of Scott Brause who has volunteered a computer to run it. The group will pay for the phone line and supply one 810 disk drive to help run it. All official club bulletins will be on it and we hope to have lots of programs to download, as well as all the message facilities typical for bulletin boards. The number is 201-549-7591. Many thanks to Earthrise Computer Center, who up until now provided the equipment and phone line to run the BBS out of their store during hours that they weren't open.

We are also purchasing an 800 and disk drive for use at meetings. We have been using Bell Labs equipment for a long time now, and decided that the price was right to get our own system. Chris Ahlers of Dependable Parts has donated one year's free service for this computer.

Ed Picciuti is resigning as JACG Secretary. Ed has been in that position virtually since our inception and now finds that the press of projects at work mean that he doesn't have the time to be JACG secretary. I am appointing Dave Logothesis to serve as Secretary until our elections in October. Dave works the same place as Ed and, therefore, can easily call on Ed for help when needed.

The following is my personal opinion and I share it with you in the hopes of getting other views. We meet in the most ideal setting that I can imagine. We have theater seating for 400, an excellent light and sound system, access to a projection TV and viewgraph system and all at no cost to the group. I propose that we continue to meet there. Since we have in the past completely filled this auditorium, and since our membership continues to grow, this means that we must find some means of controlling the meeting attendance. I suggest that, in the fall, we begin to restrict meeting attendance to members only (to include their families, if at all possible). This can be done by requiring membership cards for admission. If that fails to keep the attendance below 400, then I suggest that we stop accepting new members. The intent here would be to strongly encourage the formation of another Atari group. This sounds kind of cold hearted, but when I look at the logistics of meeting at some other location, without the facilities that we currently enjoy, I find myself unwilling to make the move. Let's hear from you on this one!!

Richard Kushner, JACG President

*

1983 MEETING SCHEDULE

All meetings are held on the second Saturday of each month in the Bell Labs Auditorium, Murray Hill, New Jersey. The meetings begin promptly at 10:00 a.m. and finish about noon. Dealer sales are permitted from 9:15 to 10:00 in the lobby, a general question and answer session occurs from 9:30 to 10:00, and a member sale/swap session takes place from 9:30 to 10:00 in the lobby (original software only).

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THE MAY MEETING

Just as the snows of winter didn't keep members away from our regular monthly meetings, neither did the beautiful day that dawned on the 14th. Once again, a nearly full house was in attendance as Dick Kushner, JACG President, started things off by announcing that Austin Franklin would keep his record perfect by failing to appear for the third consecutive month. In the absence of our treasurer, he announced that we now have 393 paid members and \$3411.60 in the treasury, after purchasing two 810 disk drives for the use of the librarians (from funds generated by the library). Dick then asked how many in attendance had modems and an interest in our BBS going on a 24 hour/day basis. Many hands appeared and it was agreed to pay for the phone line and purchase one disk drive for our BBS. It will be located at the home of member Scott Brause and the new 24 hour number will be 201-549-7591. Make a note of it and use it often. We also voted to purchase a full computer system for use at meetings (800/810 disk drive) rather than rely on the computer being supplied by Bell Labs.

Dick then outlined the rumors about the proposed new line of computers coming soon from Atari and closed out with a demo of the one and only existing copy of Planet Missionary, which got a chuckle from the assembled multitude.

Our program chairman, Rich Rospond, then took over and led us through our main topic for this meeting, educational software for the Atari. Art Leyenberger began with an overview of educational programs, using My First Alphabet and a BASIC tutorial program that he is working on as examples. Scott Brause (age 16) then demonstrated his assembly language program The Math Tree which is commercially available. Tony Pellecio then gave a colorful trip through Paint, noting that APX will soon have a program that enables the use of pictures from this program in BASIC programs. Curt Springstead and his three year old daughter then showed the ease of use and fun of FaceMaker, Rich Rospond and his six year old daughter dazzled us with Spelling Genie and Frank Pazel gave a humorous tour through The Factory, a program that teaches logic and spatial relationships. All the demonstrations were very well done and enthusiastically received.

With time to spare, since our other main speaker failed to appear, Ken Roser admirably filled in by giving a game try at the disk version of Zaxxon, which proved to be not as impressive as the arcade version (or the expectations of everyone), but better than the tape version.

We closed out with two drawings, one for Sands of Egypt, won by Chun-Wai Fong and the other for a COMREX 12 inch green screen monitor (donated by Earthrise Computer Center in Madison), which was won by Janet Casella. The second item generated \$146 for our treasury at \$1 per chance in that drawing. *

Writing for the JACG Newsletter

.....

The JACG Newsletter seeks hardware and software reviews, tutorial articles, programs and any other information of interest to Atari computer users. Material should be sent to the Editor (see back page of this Newsletter for address) and conform to one of the following formats:

- 1) LJK Letter Perfect files on disk,
2) Text Wizard files on disk, 3) 4-1/4
inch column, single-spaced, dark black
ink, right justified, no printing on
perforation and pica font (10 cpi) hard
copy, 4) AtariWriter files on disk or
tape, 5) Bank Street Writer files on
disk, 5) BASIC REM statements on disk, and
6) BASIC REM statements on tape. Anything
else will not be accepted, especially hand
written or non-justified type written.
Figures should be in black ink and camera
ready. Programs should be submitted on
disk accompanied by a listing. If the
program does not work as indicated, it
will be returned.

The above format options are numbered from 1 through 6. The *lower* the number of the option you choose in submitting items for the JACG Newsletter, the *better* the Editor will like you and the *sooner* the item will appear in the Newsletter. Be sure to put your name and telephone number on any tape or disk given to the Newsletter Editor.

The Editor reserves the right to make changes, accept or reject submitted material. *

J A C G Newsletter Advertisements

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The Jersey Atari Computer Group Newsletter will accept advertising on a first-come and space-available basis. Camera ready copy, accompanied by payment, must reach the Editor by the 20th day of the month preceding publication. JACG reserves the right to make decisions concerning the placement of ads within the Newsletter.

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JACG LIBRARY CONTEST

No.1

Write an adventure

The prize for the best entry in this contest will be a boxed copy of ULTIMA II (with towel) awarded at the August meeting. All entries must be received by one of the librarians not later than the July meeting. Entries will be rated on 1)Originality and 2)Accompanying written scenario/instructions. Judging will be by a panel of 3 of the Librarians. All entries will be public domain and may, at the Librarians' discretion, be added to the JACG library. You must be a club member as of the July meeting and you must provide your entry on a disk, which you can get back at the August meeting. (Else the Library will keep it.) To enter, you need a copy of the JACG ADVENTURE disk, which includes a new-adventure-building program. This contest is to use that program to set up a new original scenario and instructions. This may include just replacing the existing data and rules or may go further to modify the skeletal adventure program itself. You do need to know a little BASIC but YOU DON'T HAVE TO WRITE A WHOLE PROGRAM YOURSELF to win this contest. The main thing is to devise imaginative rules and relationships. Additional instructions on the mechanics of how to do this will be available for handout at the June meeting. If you don't have a disk drive, do the design work then visit a friend who does have a disk to set up your entry. Good luck. *

POKIN AROUND

By
Jay Bloom

Welcome back to Pokin Around in this month's issue of the Jersey Atari Computer Group. This month I have a whole bunch of helpful hints on poking.

To start with, I will explain about the internal clock, how to use the internal clock, and some uses for it. The internal clock is a place in memory which counts the amount of times the screen is redrawn (I am assuming that you already understand the way the television draws a picture. If not, then tell me and I will explain it in next month's column). The clock counts in 1/60 of a second increments. This means that if you poke 60 into location 20 and then with each tv frame, 60 per second, the number decreases until it reaches zero. By this time it will be 1 second. Said another way, location 20 changes with each tv screen. Two other locations needed for this are 18 and 19. Location 18 changes with every 18.2 minutes or 65536 tv screens. Location 19 changes every 4.27 seconds. so if you typed the following statement, it would set a variable equal to a second. The line is:

```
P=INT((PEEK(18)*65536+PEEK(19)*
256+PEEK(20))/60)
```

Now I will show you something a little less complicated. If you typed POKE 66,1 it would disable the repeat key action. In other words, you can't hold down a key to repeat itself. One small problem with this though. If you do this, won't be able to hit a key twice intentionally. A note on the side for those interested. This poke location also changes the buzzer sound. Try it.

Lastly, if you write a game that doesn't use the keyboard, you will have the screen changing colors after a few minutes (9.01 to be exact). This is a protection device from Atari to prevent images from burning into your tv. But I find this annoying during a game. It is possible to fix this by using location 77. If for some strange reason you want the colors to change then use poke 77,128.

Well, that's all for this month. Please, if you like this column, help me and the other writers by contributing articles, reviews, or information which would help with our articles.

See you next month!
Happy computing! *

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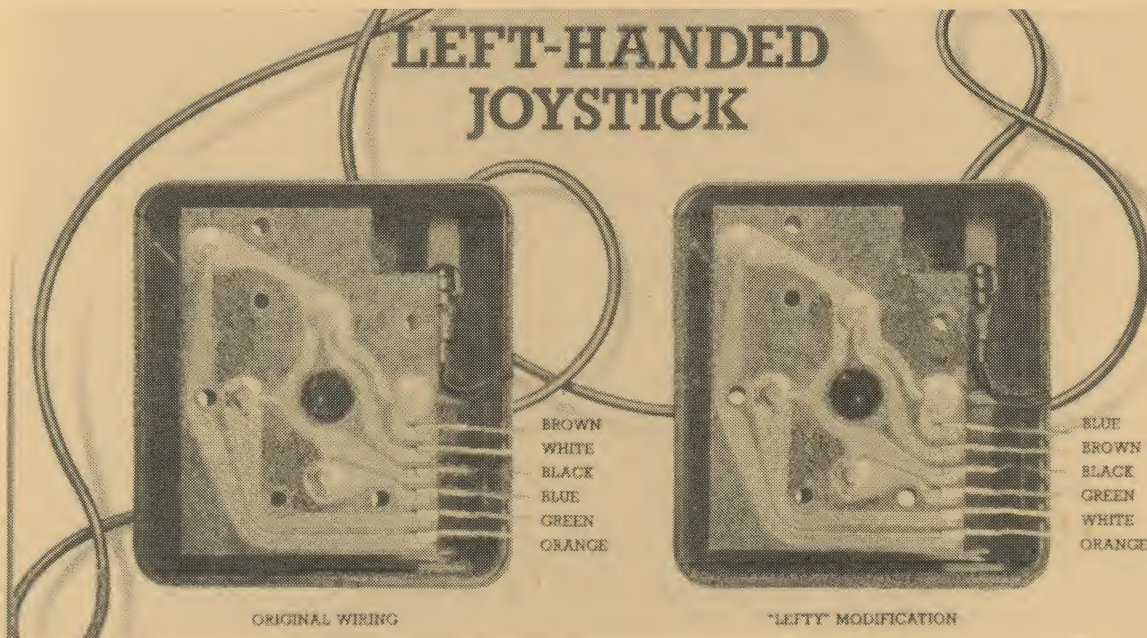
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TRADING POST

Trading Post is a monthly column that allows JACG members to list items for sale or swap. There is no charge for this service, and material must reach me by the 20th of the month.

For Sale: Game - Hockey -- \$10.00; ValFORTH player/missile graphics and character/sound editors from Valpar. Cost \$39.95 new, will sell for only \$20.00; APX programs: , BLIS (BASIC program lister), XREF (BASIC cross reference utility), INSOMNIA (sound editor), and T: (text display device) -- \$10.00 each; Iridis 2 Tutorial (cassette) - \$5.00; SCES Player Piano (cassette) - \$5.00; Swiftly Programming Aids - \$5.00; Contact: Art Leyenberger, (201) 386-4254 (days). *

LEFT-HANDED JOYSTICK



LEFT-HANDED JOY
By Bob Nadler

Copyright Bob Nadler 1983

Nothing is more annoying to a left-handed person than to be told, right out front, that she or he is a second-class citizen. That's just what Atari did when they designed their damned right-handed Joystick. One evening I finally got fed up with holding the Joystick base with my right index finger laying across the top to reach the big-red-button-on-the-wrong-side, and I decided to do something about it.

I had absolutely no idea of what I would find when I removed the four screws that held the thing together. I suppose that I really expected all sorts of nasty little springs and tiny plastic parts to pop out, as soon as I pulled the case apart. Happily, I was wrong.

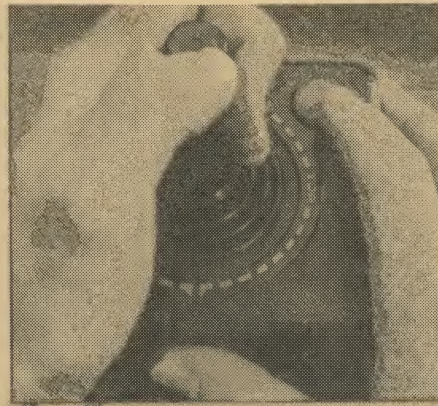
There is very little inside the device at all. And certainly what there is needn't be worried about. The trigger button will come out of the top, and a small spring will fall off the bottom of the trigger button, but that's all there is so far as loose parts are concerned.

Rewiring the device to electrically rotate it ninety degrees, so that the trigger button is located at the upper-right corner of the Joystick when the device is properly oriented, is quite simple. No soldering need be done. All the wires are terminated by push-on fittings that simply slide into the edge of the contact board you will find inside of the device.

To make a long story short, and avoid the need for sketches, just make the following changes. Use a needle-nose pliers to carefully remove the white wire and brown wire from the edge of the board. Connect the brown wire to the slot the white one used to occupy. Remove the green wire. Connect the white wire to the slot the green one formerly occupied. Remove the blue wire. Replace it with the green one. And, finally, connect the last, dangling blue wire to the only remaining open slot.

That's it for the rewiring. Now just slip the spring over the pin on the bottom of the trigger button. Put the trigger button down with the spring resting on the trigger contact (you can't mistake the trigger contact, honest). The button holds the spring in place. Now just slip the top over the button and press it onto the base. Doing so lines up everything inside so that all you now need to do to finish the job is put the four screws back into their holes and button the thing up.

Needless to say, it will also be a good idea to use a black marking pen to black-out the Atari-provided word "TOP," and to paste a new label on the Joystick identifying the new top. A pox on right-handed designers!



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The UNIX Connection is available on Cassette or Disk for \$15. This includes all ATARI programs. The UNIX programs run on UNIX release 4 or 5 on DEC or Western Electric 3B20S processors.

Contact H. C. Johnson, 30 Roosevelt Ave., Morganville NJ, 07751. Phone 201-591-1814. (houxf!hojoc!hcj).

CHECKERS

By Odesta Software

Reviewed By
Arthur Leyenberger - JACG

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Occasionally the personal computer user comes across a piece of software that is, to put it succinctly, well done. This is the case with *Checkers* by Odesta Software.

Proponents of computer games stress that playing these games result in a learning experience. Opponents maintain that games are nothing more than a mindless activity resulting only in an increase in eye-hand coordination. *Checkers* belongs in the former rather than the latter class of computer games. Not merely a computer game, *Checkers* should be thought of as a computerized game. Here's why.

Options include: playing the computer at any of 16 levels of difficulty; using the computer screen to let two people play against each other; asking the computer for advice on your move at any time; having the computer display an instant replay of the entire game ("movie mode"); setting up board positions and continuing play from there; and best of all, watching the computer play itself from either a predefined board position or the beginning.

Space does not permit a description of all of the features of *Checkers*. A typical game scenario will be presented instead. After booting the game disk, the player is presented with several choices. Control of the players pieces may be selected from either a paddle or the left/right cursor control keys on the keyboard. Aside from moving the players pieces, all commands are entered via the keyboard.

Next the player chooses to play either white or black pieces. Black always moves first and is the default selection. The player then chooses a difficulty level (skill level) from 0 to 15.

Level	Description
0	Plays random moves (no strategy).
1	Uses short look-ahead technique, no opening library of moves.
2	Slightly longer look-ahead and uses opening library.
3	Takes approx. 1 second per move.
Above 3	Takes about twice as much time as previous level.
Above 5	"Thinks" during players turn.
15	Special. May take several hours per move. Used to evaluate especially complex positions.

The difficulty level chosen determines the amount of time the computer spends "searching" for its move. At any time the STOP command will cause the computer to stop its search and play its best move so far. For a computer vs. computer game, a separate skill level may be chosen for each side.

Moves are entered via the paddle or keyboard and are checked for legality. Improper entries are indicated by an audible signal and ignored. In the higher levels, a computer move may take considerable time. A special feature available only on the Atari version of *Checkers* allows the user to blank the screen during the computers "thinking time", speeding up the process by about 30 percent. Up to thirty moves may be taken back at any point in the game. Either half-moves (the player's move) of full moves (one move by each side) may be retracted.

At the conclusion of the game, the player may start a new game, take back the last few moves, or view the *Checkers* "movie". The "movie" is a rapid replay of the entire game. Another option permits the player to step through the game move by move.

Checkers is an excellent piece of software from its well written and complete manual (it even gives the history of the game) to its quality packaging. There are so many features and variations to this game that it will satisfy both the casual and the professional checkers player. To summarize, *Checkers* is the definitive "computer" game. Although it costs slightly more than the typical shoot 'em up, it is a quality product and should be purchased by anyone who wants to see an excellent example of state-of-the-art software. It plays a mean game, too. *

JACG LIBRARY CONTEST

No.2

Best contributed program

The prize for the best entry in this contest will be a copy of the DATASOFT BASIC COMPILER awarded at the September meeting. All entries must be received by one of the librarians not later than the August meeting. Entries will be rated on 1)Originality and concept and 2)usefulness/entertainment value and 3)programming professionalism (lack of bugs, thoroughness of error trapping). Each aspect will be rated from 1-10 and the highest total score (30 points possible) wins.

Programs may be in any language. All entries will be public domain and may, at the Librarians' discretion, be added to the JACG library. You must be a club member as of the August meeting and you must provide your entry on a tape or disk, which you can get back at the September meeting. (Else the Library will keep it). Judging will be done by a panel of 3 of the librarians. Go for it...

+++++
JACG MEMBERSHIP
 +++++

The Jersey Atari Computer Group (JACG) invites you to become a member. Dues are \$15.00 per year and entitle the member to 1) Receive the monthly newsletter and when you join, receive back issues of the newsletter as available; 2) Purchase programs from the group's extensive tape and disk librarys at special rates; 3) Join special interest groups or form new ones; 4) Benefit from the expertise and experience of other Atari computer users; 5) Participate in group purchases of software at substantially reduced prices; 6) Receive a membership card that entitles the member to discounts at local computer stores; 7) Attend monthly meetings to learn about the latest hardware and software, rumors, and techniques for getting the most out of your Atari computer; 8) Submit articles and programs to the newsletter and give demos and presentations at the monthly meetings; 9) Participate in sale/swap activities with other members; and 10) Have a lot of fun.

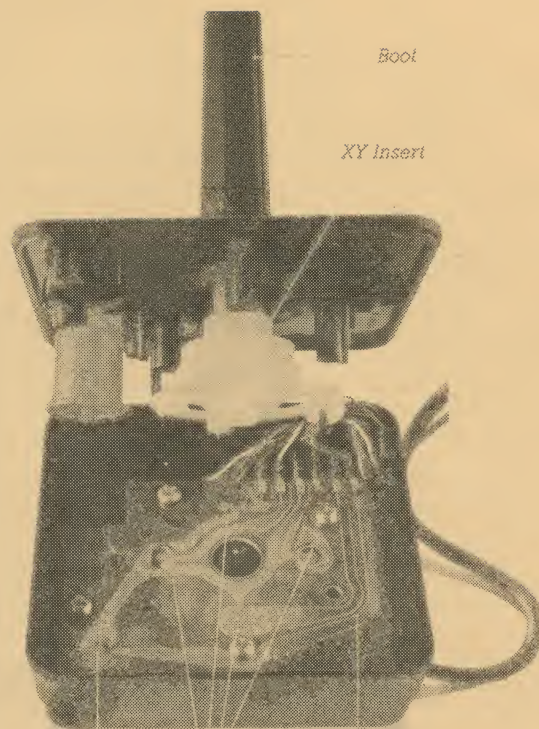
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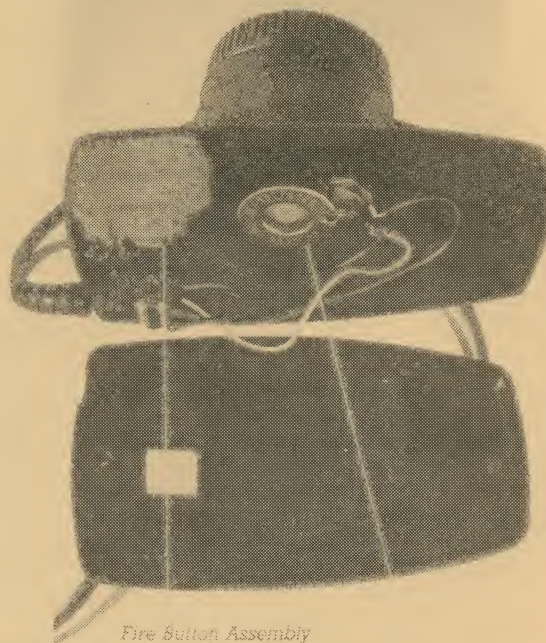
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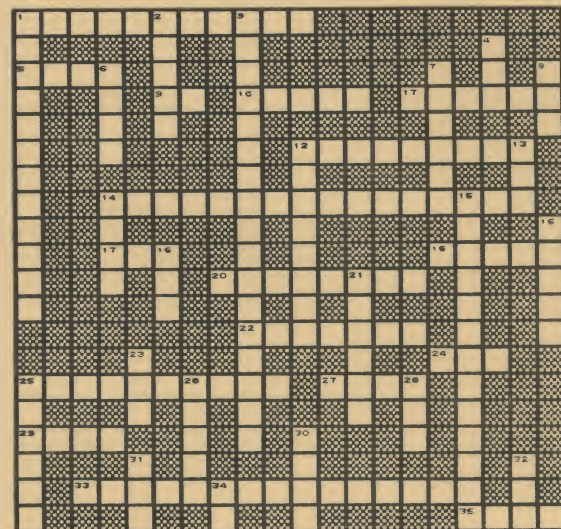
Potentiometer

DOWN CLUES

1. ONE OF THE PINBALL GAMES
2. GOOD OLE BOUNTY BOB
3. NAZI, NAZI EVERYWHERE
4. ---MAN, BUT NOT THE ONE YOU'RE THINKING OF!
6. ----- APOCALYPSE
7. THIS ONE DOESN'T NEED A CLUE-- STILL POPULAR AT ARCADES
8. YOUR NEMESIS IN "PICNIC PARANOIA"
12. DIG TUNNELS, CLAIM TREASURES AND AVOID THE LONG TONGUE
13. HELLCAT ---
14. ----GAMMON
15. GALAXIAN BY ANY OTHER NAME...
16. ----- BYTE
18. --- STRIKE
21. REACH FOR YOUR SIX SHOOTER. BLACK BART!
23. SAME AS 24 ACROSS!
25. GOES WITH "BALLOONS" IN THE NAME OF THIS ONE
26. FAST -----
28. THIS CRITTER IS LEFT OVER FROM "KRAZY ANTIKS"
30. COULD BE I OR II OR III
31. --- DRAGON
32. ---OFF
34. CURSE OF --

ACROSS CLUES

1. TREES AND SPIDERS AND WIZARDS
5. ARCADE FOLLOWUP TO GALAXIAN
9. COMING SOON: LOVEABLE EXTRA-- TERRESTRIAL
10. ----- ATTACK
11. DATASOFT 3-D GAME
12. FROM GEBELLI, ALSO THE NAME OF A NEARBY GALAXY
14. PUT YOURSELF IN TARZAN'S SHOES
17. --- FOX
19. ----- AMBUSH
20. SAVE THE NUCLEAR REACTOR!
22. ADVENTURE INTERNATIONAL'S VER-- SION OF MISSILE COMMAND
24. BEWARE THE SPARKS AND FUSES
25. MULTILEGGED CREATURES AND MUSHROOMS
27. ---- BUGGY
29. ODESTA REVERSI
33. WHERE'D YOU GET THOSE PEEPERS?
35. SPACE ----



Chess By Odesta Software

Revised by David Forbes - JACG

The first thing I noticed as I loaded Larry Atkin's CHESS 7.0 into the disk drive was the message telling me that I had inadvertently left a cartridge in the Atari 800's left slot. That was just the beginning of the surprises this ingenious program had to offer. The pieces are easily identified and anyone who has just seen the program may play a game with only three minutes of instruction.

The board stays on the screen when it is the computer's turn to move (a great improvement over the Atari 2600 Video Chess!), and the program will display its best move up to that point. You are not even required to wait for it to make its move, as you may stop it in the middle of its thought processes and force it to make the move displayed.

There are many supplemental features built into the game such as VALUE (the program's appraisal of the position), BLIND (eight variations on blindfold play), and LIST (shows moves in algebraic notation). The program is a very strong opponent with 17 levels and an opening library of more than 7000 moves, and it is rated at approximately 1800.

Only legal moves may be entered (to eliminate errors), and the game may be played with either the paddles or just three keys on the keyboard. The program is very easy to manipulate, and for the serious player, CHESS 7.0 is a must.

```
*****
*****
***
***  XXXXXX  XXX  XXXX  XXXXX  ***
***  XXXXXX  XXXXX  XXXXX  XXXXXX  ***
***    XX  XX XX  XX    XX    ***
***    XX  XXXXX  XX    XX XXX  ***
***  XX XX  XXXXX  XX    XX  XX  ***
***  XXXXX  XX XX  XXXXX  XXXXXX  ***
***  XXXX  XX XX  XXXX  XXXXX  ***
***
***
***  BULLETIN BOARD  ***
***
***  24 HOURS/DAY  ***
***
***  201-549-7591  ***
***
*****
*****
```


Starting ValForth
By Donald Forbes - JACG

Serious about FORTH? Serious about valForth? Imitate the pros. Here's what you do.

1. Clear your desk.
2. Place on your desk:
your valForth 1.1 disk
your valForth editor-utilities disk
your copy of Brodie's Starting Forth
three blank disks with exposed write enable notch
(Your immediate goal is to master Brodie without the temporary distraction of Atari's unmatched features. They come later. You need the editor-utilities for the debugging features and the good full-screen editor; you don't want to have to relearn an editor).
3. Boot the valForth 1.1 disk
4. Do VLIST. All the words fly past on the screen.
5. Do 0 179 INDEX. All the first words on the screens fly by.
6. DO 170 LIST. The contents of the disk appear.

YOUR FIRST TASK IS TO BACK UP YOUR VALFORTH DISKS

7. Type 92 LOAD which brings in the formatting screen. Type 72 LOAD which brings in the disk dupe screens. Remove your valForth disk, insert a blank disk and type FORMAT. When the screen asks for a number, type 1. When the format ok message appears, remove the disk and format the other two blank disks.
8. Type DISKCOPY1 then follow the prompts to back up your valForth 1.1 disk.
9. Type DISKCOPY1 then follow the prompts to back up your valForth editor-utilities disk.
10. Put your valForth master disks away in a safe place.

YOUR SECOND TASK IS TO CREATE A WORKING DISK

11. Boot your copy of the valForth 1.1 disk.
12. Do 170 LIST.
13. Do 38 LOAD 42 LOAD to place in the dictionary the words that you need to do Brodie.
14. Remove the valForth 1.1 disk.
15. Insert the editor-utilities disk.
16. Type MTB to clear the buffers.
17. Type 170 LIST to see the contents of the editor-utilities disk.
18. Type 64 LOAD 120 LOAD 134 LOAD to load the valForth editor, double-number extensions and the debug and miscellaneous utilities.
19. Remove the editor-utilities disk.
20. Insert the remaining formatted disk.
21. Type SAVE and answer the prompt with a Y. This will create a working disk that you can use to master Brodie page by page.

NOW WRITE YOUR FIRST PROGRAM

22. Go to Brodie page 10 to 13 and type out the instructions to create the letter F on the screen. Note that the code will be lost as soon as you power off.

HOW TO SAVE YOUR FIRST PROGRAM

23. You save your program by using the editor. Type 0 40 INDEX and find the first blank screen, the one with the hearts, say screen 30.
24. Type 30 V (the V stands for view). You will note that the screen is filled with hearts. Hit CONTROL Q (for quit) to exit the editor.
25. Type 30 CLEAR.
26. Now type 30 V. Screen 30 is now blank.
27. Type in the Brodie F program on page 13. Note that the editor works the same way as the Atari Basic editor. Proofread the text.
28. Hold down the CONTROL key and type S. (Control S does a save whereas control Q does a quit, but both take you out of the editor.)
29. Type 30 V to bring you back to the editor. Type CONTROL S again to exit from the editor.
30. Your program is now on screen 30.
31. To make sure it gets saved to disk type FLUSH (a most colorful expression!). The disk comes to life and your program is saved. Make it a habit to type FLUSH whenever you modify a screen.
32. Type 30 LOAD. When the prompt comes back then your program has been loaded into the dictionary.
33. Type F but before hitting return watch for the response time. Forth is fast, as you can see. You have now executed your first program from disk. How fast is FORTH? Type : WOW DO LOOP ; and hit return. Type 30000 0 WOW and hit return. Thirty thousand times through the empty do loop took only a couple of seconds!! Don't try it in BASIC.

YOUR NEXT TASK IS TO MASTER THE DEBUGGING FEATURES

34. No one likes to fly blind. Type ON STACK. Then insert some numbers (1 3 2 5). Hit return. The stack is displayed, top of stack to the right. Type + . The two rightmost numbers are replaced by their sum. Insert the numbers 23 35 67 and hit return. They appear on the stack. Type HEX and hit return. Their hex equivalent appears on the stack. Type DCX which is short for DECIMAL and they revert to decimal. Type OFF STACK and the stack display disappears. Type ON STACK again.
35. Type HEX and then 0000 FF CDUMP and hit return. A character dump of the first 256 characters in memory appears on the screen.
36. Type 0000 FF #DUMP and the hex equivalent of the previous screen appears.

Continued on Page 19

THE AUSTIN FRANKLIN 80 COLUMN BOARD
A DIARY - BY DICK KUSHNER

Late January, 1982: Saw ad for Austin Franklin 80 column board. Looked interesting.

Early February, 1983: Called up Austin Franklin. Asked for more details on the 80 column board, invited him to speak at our March JACG meeting.

February 10, 1982: Received confirmation of attendance at March meeting and spec sheet for 80 column board.

March 9, 1983: Spoke to Austin Franklin. Board not yet ready, expect it in a week or two.

March 18, 1983: Board will be sent to me next week.

March 24, 1983: No board ready yet. Won't be able to come to April meeting.

April 22, 1983: Board will be sent the week of April 25th for sure.

April 29, 1983: Boards are definitely ready, working on software. Will sent a board next week for sure.

May 3, 1983: Will send on Friday, software nearly done.

May 6, 1983: One more software bug to fix, will probably send board Monday.

May 10, 1983: Software not ready, won't be able to make May meeting or send board until next week.

So, what is the message here? There are probably many. New products are not easy to bring to market. Hyped up user groups are too eager to get their hands on new products for evaluation. Never make a promise that you can't deliver on.

To me the real bottom line is that all software and hardware people advertise products when they are really only a glimmer in somebody's eye, when they are at the blueprint stage, before even prototypes have been built. Austin Franklin is merely guilty of doing what everyone else in the personal computer field does - advertise first and produce later. And then to make matters even worse, the first models are generally full of bugs and the early purchasers must serve as guinea pigs while the manufacturer works on making the product that should have been put on the market in the first place. Like lambs to the slaughter, we all go along with this method of operation as if it were acceptable. Well, it isn't!

All of this has led me to formulate Kushner's Laws of Computerdom:

FIRST LAW: TIME FROM ADVERTISEMENT TO APPEARANCE IN STORES EQUALS SIX MONTHS.

SECOND LAW: NEVER, I REPEAT, NEVER BUY ANY HARDWARE PRODUCT UNTIL IT HAS BEEN ON THE MARKET AT LEAST SIX MONTHS, THAT IS, ONE YEAR FROM THE FIRST ADS.

THIRD LAW: IF EVERYONE OBEYED THE FIRST AND SECOND LAWS, NO ONE WOULD BUY NEW PRODUCTS AND, THEREFORE, NO ONE WOULD MAKE NEW PRODUCTS AND, THEREFORE, THE PERSONAL COMPUTER (AMONG OTHER THINGS) WOULD NEVER HAVE BEEN INVENTED AND, THEREFORE, IT'S A GOOD THING THAT MOST OF US IGNORE THE FIRST AND SECOND LAWS.

FORTH LAW: BITCHING AND MOANING MAY NOT GET RESULTS, BUT THEY MAKE YOU FEEL BETTER.

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Preppie! II
By Adventure International

Reviewed by Wadsworth Overcash

Hi there! My name is Wadsworth Overcash and I am the star of Preppie II. The nasty Groundskeeper has created 3 fiendish mazes for me to travel through and he won't leave me alone. Oh I wish I hadn't been expelled from Cape Cod U. You see, it was Heck Week at Acme college and I was rushing the Delta Skelter Omega fraternity. That's how I got into this mess. Well, the rest you can read about in the book that comes with my game. Let me tell you about it.

The object of my game is to avoid sending me to Preppie heaven by not letting me come in contact with the dangers of the mazes. You are to help me paint the floor of each maze. But there are a lot of dangers like the Groundskeeper's deadly pets - huge, radioactive frogs, speeding golf carts and lawn mowers. It isn't easy and I will need all the help you can give me.

You get points for each square you help me paint and there is a multiplier for higher maze levels. There is plenty of music (which you can turn off if the other fellas in the dorm are sleeping or something) and lotsa nice colors like madras pink and powder blue. Two people can play my game with one or two joysticks and of course one person can play too. The game can be paused at any time and the high score can be saved to the disk.

I think you will have fun playing my game. The people who made the game are so mean to me they didn't even give me a copy of the final version. I had to borrow a game from Gemini Enterprises in Cedar Knolls, NJ to see what kind of predicament I was in this time. If you go to Gemini to check out the game, ask for Bob and be sure to ask Bob to show you his new store sign. It is really keen.

I should mention to you that Adventure International is being much nicer to the people who buy the game than they are to me. When you purchase this game, you are allowed to buy one backup disk for only \$4.00 when you send in your registration. I think more software companies ought to do that. \$4.00 really isn't that much money - it can't even buy you a pair of madras bermuda shorts.

*

BEATING STAR RAIDERS

by Don Ursem - JACG

Recently, my excavations happened upon my trusty old STARRAIDERS cartridge, and I had a go at it again. In the process, I finally stumbled upon a way to use that weird option for automatic tracking. As you know, this option continuously aims your gunsight at whatever target is nearest at any given time. Since this is as often as not, behind you, it gets confusing keeping straight which is left and which is right.

The helpful hints usually say DON'T USE this, you'll get clobbered. So most everybody just sticks to the front view, hits speed of 6 (the optimim), and chases the ships around. But here's the flaw! When a Zylon goes past you, you have to swing your ship around to get them back in your sights. I racked up a boggling score at WARRIOR level after it finally dawned on me that I COULD LOOP THE LOOP. If the tracking is turned on, this means you get a shot out of the forward guns, then a SECOND try out of the after guns as you loop the loop, then back into the forward gunsight as you complete the maneuver. This works best when you are a little faster than the ZYLONS, so try it at speed 7. Looping immediately as they fly past you (or doing Immelmann turns, if you like to be showy) prevents the critters from getting behind you and doing nasty things.

Since the turn is so fast, the right-left confusion is minimal - they tend to be still pretty close to center in your sights. And, of course, don't forget the old hints -- the best target position for hitting is not in the middle of the sights, but below and to either side - in your stream of phaser fire. Speed is important - go to at least speed 6 as soon as you enter a battle sector. (with the looping technique, and auto tracking, you can operate at up to speed 8, zapping as you fly past, and they'll seldom get a shot at you). So buckle on your helmet, grab a TRIGA joystick, and this time, FLY that ship...

PACMAN by ATARI

Reviewed by Howard and Kristine Johnson

At first viewing one thinks this is just another Pacman clone since it follows Jawbreaker and GhostHunter. What this version has is VARIETY. The 8 playing levels change either the Pacman or Ghosts speeds.

The basic Pacman game plays just like the arcade version. The two player version uses alternate play and thus is less interesting than GhostHunter. In our house, this game has followed both GhostHunter and Jawbreaker which has limited the amount of interest it has generated. It is a good game. Much better than the 2600 (VCS) version nicknamed "Flickerman". The only thing missing in this game is the intermission sequences featuring Pac first being chased by the meanies than Pac himself chasing the meanies.

JUMPMAN by EPYX

Reviewed by Howard and Kristine Johnson

"If you liked jumping over barrels and climbing ladders to save damsels in distress, you'll love the blazing excitement of JUMPMAN."

Jumpman contains many features to entertain. When the disk is booted one discovers that there are 30 different screen challenges with 8 different speeds. The sequence of 30 screens may be entered from 5 levels.

Each screen is read in from the disk which permits great detail without a large program. Most surprising is that high scores are stored on the disk (with initials) to heighten the competition.

Jumpman is one of those relatively few games that is basically non-violent. The challenge here is to climb, jump, and run around gathering in prizes in the least amount of time.

Jumpman has more variety than Frogger, which it displaced as the game of choice in our house. It is entertaining and well worth the price. It is designed for 1 player only.

K-Razy Shootout By K-Byte

Reviewed by Jonathan Harrod - JACG

Alright BERZERK fans (no pun intended), now you too can have a computer game. It's called K-Razy shootout. In K-Razy shootout you must destroy the robots, avoid thier bullets, and avoid walls. And you must do this within a predetermined amount of time. The amount of time you take determines the number of bonus points you get when you complete a screen.

If you're looking for a good BERZERK-type game with lots of action (and you like a good shoot-'em-up, then K-razy shootout is the game for you. But if shooting things isn't your bag, then go find another game.

Some things that detract from the game are the fact that there is no music or fancy title screen and no little shows or demos, except when you die (a little man at the bottom runs along and falls and the death march is heard). The graphics could also be better, although they are faithful to the arcade game.

There's not much else to say about this game except that it resembles BERZERK, so I'll wrap up the review here. If you like BERZERK, you'll like K-Razy Shootout.

K-Byte has some other new titles as well. So check 'em out.

ULTIMA II

by SierraAdventure

Reviewed by Don Ursem - JACG

If you've been looking for a computer version of full Dungeons and Dragons, this new conversion of an APPLE game may be the closest thing to it yet available for the ATARI. It requires 48K and is supplied on two disks (3 sides). One is the main game, while the other side is the character builder. (The other disk provides Galactic level data). There is also (shades of the Starcross frisbee!) a FREE GIFT -- a large colorful map of the world of Ultima, printed on heavy cloth, suitable for framing or use as a dish towel.

The game begins by YOU creating a character using the supplied program. This creates a separate disk (yours) to hold each character you create. This is the disk that resides in the drive as you play the game, and will be updated at intervals, or as you command it. This means that if you turn off the machine, you can resume play later at the same location and with the attributes (or lack of them) that your character had at the last checkpoint. This also means that you can't just start over easily -- you have to go through a complete rebuild of the character, unless you were farsighted enough to copy the character disk before starting the game, or during it.

This game does eat up your blank disks. But then, if you could lay out the \$50 list price for the game, presumably you also can afford lots of disks. (And too, the map makes a cost effective chamois for wiping off your Mercedes). A nice touch is that the initial character can be either male or female. Human, Elf, Dwarf, or Hobbit provide the race choices, all with different attributes, and then you choose to be Fighter, Cleric, Wizard, or Thief. A nice mix. Launched into the fray unarmored, with nothing but your bare hands, you wander about the countryside on a decent, scrolling graphics screen, trying to find a village or town before being clobbered by Orcs, whacked by fighters, haunted by devils, or eaten by sea monsters. You also get hungrier and hungrier. If you find a village (dungeon or whatever), the scene changes to interior paths and buildings. You can stop a merchant, or visit McDonalds to stock up on food, visit the town Pub for advice and cheer, or even buy or steal armor, weapons, and a horse. So equipped, you venture out again to explore other towns, castles, lone dark towers, or rotting dungeons. Magic is available if you are a qualified user type.

The movements and commands are all by keyboard (I would have liked to see joysticks or keypad controllers instead) and take a little getting used to since there are a lot of them. The real gimmick in ULTIMA II (ULTIMA I never made it to Atari, but at least we got the newer one) is that there isn't just one world to explore. As you gain experience, and learn to travel through the various magic gates, you progress through TIME to later (or earlier) technological levels, where

airplanes, machine guns, etc add to your possible armament and travel modes.

In the final stage, you stuff your horse and possessions into a rocket and go on to explore outer space. My only real complaint about this game is that it's easy to get killed by something dumb, like getting too far from a food supply, and it's clumsy to get going again since you have to reload two separate disks and sit through a dragon-breath signon show each time. The slightly crude graphics can be forgiven in view of all the features and complexity that is chocked into your 48K. ULTIMA II is definately a game that will keep you going for hours and days. If you were at all intrigued by the old Crystalware and Automated Simulations offerings, check out this one from Sierra.

*

DEMON ATTACK

By Imagic

Reviewed by Arthur Leyenberger - JACG

I liked it as a video game cartridge for the Atari VCS and I still like it, I think. Demon Attack by Imagic has recently surfaced as a video game cartridge for the ATARI 400/800 computers. This game was originally designed for the Atari 2600 game machine and was one of the first game cartridges to go above and beyond the call of duty with respect to graphics and playability. In its day, it was heralded as an amazing feat given the constraints of memory of the 2600. Well, how does the upgraded version test out? Very well, thank you.

From the "if it moves, shoot it" school of videogame design, Demon Attack requires quick eye-hand coordination if the player is to last more than a few microseconds at the controls. Waves of demons (they look like birds flapping their wings) descend endlessly upon your laser canon. They dart and weave through the night sky. Some of the enemy drop bombs on your laser canon, others have an arsenal of laser weaponry. Fortunately the first round consists of unarmed (heh-heh!) demons which allow you to practice your skills on. Each successive round becomes more difficult, until you have run out of laser canons.

The graphics are good but compared to Frogger or Zaxxon are somewhat two dimensional. However, the playability of this game is very good. The demons rush onto the screen from each side, forming the demons at the beginning of each new round. Demons come in three varieties - regular, splitting (when hit, they form two smaller demons) and diving demons. The smaller and the diving demons are the most ferocious.

Demon Attack requires 16K memory and can be played by one or two people in 6 different game variations.

[I would like to thank Gemini Electronics for lending me this game to review.]

*

Dr. Frankenstein's Atari Monsters
A Review

By Donald Forbes - JACG

You thought Dr. Frankenstein was dead? Wrong! He is alive! You think he is living in the Transylvanian Alps in central Rumania? Wrong! He lives in Tucson, Arizona and owns an Atari computer. He no longer visits the graveyard to push the frontiers of medicine. Instead, he wields a soldering iron to push the frontiers of computer robotics. The monsters he creates are such state-of-the-art objects as OTIS the talking bird, a turtle that carries a pen to draw pictures on large sheets of paper on the floor, a computer controlled inch worm that really measures TWELVE inches, and a monster that loads and unloads model railroad cars.

His main creation is a mechanical robot named the Apprentice (after the Mickey Mouse cartoon character in the Sorcerer's Apprentice) which comprises a one-foot vertical post on a base that holds a servo-motor. From the post there extends an upper arm hinged to a forearm which ends in a mechanical crab-claw, manipulated by a cable like the one on your bicycle brake. The robot plugs into the joyport on his Atari and is driven by a Forth program at the rate of 60 commands a second. When our good doctor types O for open on the console, the claw opens as if by magic. He presses C and the hand obediently closes on your finger and maintains pressure!

What is the secret? "The flexibility of the push-pull cable is almost endless for robotics applications such as ours", he explains. "Rotational movement can be turned into linear movement (at the hand servo) and then used at the other end of the cable as linear movement (as in the Apprentice hand application) or converted back to rotational movement again. An excellent example of this is OTIS."

And who is OTIS? "He is the talking bird. All the parts are from the Apprentice except the flexible wire used to form the arms themselves. It may encourage you to know that OTIS was created in one long Sunday afternoon at the request of my wife, who dreamed him up. The finishing touches took a couple of short evenings and we now use him to demonstrate at shows. We use the Atari cassette recorder to produce the voice and synchronize it by means of a command in the Forth program. OTIS, quite literally, sells himself!"

Why Forth? "For many years Forth has been used to control the Kitt Peak observatory here. The observatory has discovered about half of all the known interstellar dust in the universe. Forth is fast and uses little memory. With an associate, Stephen Maguire, I helped develop valForth for the Atari which Peter Lipson, of the coin

operated games department of Atari, says he would recommend to anyone who has a serious use for Forth because of the support we offer."

But this robot must cost a fortune, especially since robotics belongs in large labs and the universities? "Quite the contrary. You can buy the Apprentice in a kit for \$300 or assembled for \$400. Very reasonable. Our parts prices in lots of ten average less than half the typical store price."

"No need for those midnight visits to the graveyard when you Atari owners can get everything you need to bring your ideas to life with the Apprentice robot kit. You start with our 4-axis robot arm to learn the ropes. Operated out of the Atari joyport, it takes three or four evenings, simple tools and a soldering iron to assemble. It can be controlled from the keyboard, or from software. A unique and powerful Forth-based robotics language handles all servo control and sensor reading functions for you. Interfacing with a cassette recorder or synthesizer gives your beings the power of speech. Disassembling the arm allows its reincarnation as an endless series of creatures limited only by your imagination!"

If you should ever happen to meet the good doctor, which could happen sooner than you think, you will see he really does not have Gene Wilder's bushy hair. He now calls himself Evan Rosen and has a home at 3040 North Edith street in Tucson, Arizona (85716). For \$1 and a stamped envelope he promises to tell all, and also send you a new bright green bumper sticker: "Has your robot hugged you today?"

Yet his nightmare goes on... at midnight he forgets to turn off the power...and OTIS on his own...starts pecking at the keyboard...???

*

SCRAM
ATARI

(16K/24K TAPE)

Reviewed by Walt Morris - JACG

SCRAM? What kind of a game is that? It's a simulation of a nuclear power plant? Where ever did they get that name?

Yes, the name of the game IS SCRAM. The term SCRAM derives (according to the instruction manual) from the first nuclear reactor experiments. And yes, the program is an excellent simulation of running a nuclear power plant.

The design is based on the nuclear reactor we all know and hate, Three Mile Island. Here, however, no people will be endangered. No threat of a hydrogen bubble exploding, no media coverage. Instead, it's just you against the earthquakes.

Continued

Your job is to keep the plant running despite the earthquakes, each of which breaks some component of the plant. You use a single joystick to run this plant, turning on and off pumps, opening and closing valves, even sending in repair workers to fix damage. If only real reactors were that simple to control. The goal of the game is to generate as much power as possible and achieve a "cold shutdown". If accidents conspire to cause a "meltdown", you score zero and are given another chance.

The booklet which comes with **SCRAM** is extremely detailed, with several chapters devoted to the theory of nuclear reactors and the laws of thermodynamics on which they operate. Then each part of the simulated reactor is explained, with references back to the theory chapters.

The reactor itself is portrayed graphically, with flowing water and temperature indicators everywhere. The temperatures are displayed numerically, with an additional indicator bar to show whether the temperatures are rising or falling. When something breaks, the temperatures are your only clue to what has happened.

The frequency of the earthquakes is controlled by a "Risk" value which ranges from zero to nine. Zero means no earthquakes for practicing what changes cause what reactions in the reactor's operation. Risks one through nine are increasing frequency, and there are suggested ratings of when it's time to switch levels based on your score. Level nine is nearly impossible, but CAN be beaten.

Also included in the instructions booklet is an explanation of the accident at Three Mile Island. All in all, the **SCRAM** simulation is a good one, but may be too technical for younger family members.

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"Computer Stocks & Bonds"

By Microcomputer Games

A Div of Avalon Hill Game Co.

Requires 40K, BASIC, DISK and JOYSTICK(S)

(Also available on tape, 32K)

Reviewed by Gordon B. Hampton - JACG

Computer Stocks & Bonds (CS&B) is based on the bookshelf game "Stocks and Bonds" (copyright 1968, by 3M). The computer version (dubbed "The Deluxe Edition") is definitely a computerized version of the original. One to four people can play, using the joysticks. The game is written in BASIC so you can either boot up the disk or just RUN it. The play of the game goes like this:

There are 9 stocks and 1 bond available for purchase, with varying prices and yields (the bonds don't vary and some stocks have no yields). Each player is given \$5000 at the start of the game for buying stocks. Each player may buy or sell as many stocks as the player can afford within a 9 year period. When

all players are done, some news is printed on the teletype machine (your TV screen). For a text display, this is a neat piece of graphics complete with teletype sound.

The first piece of news is some activity that affects one or more of the available stocks. The second piece of news is a summary of how the 9 stocks did (overall) and the number of traded stocks. That normally is the last news, unless a stock cancels its dividend, splits or the company goes belly up. When all news is listed, the new stock prices are quoted at the top of the screen in what looks like a tickertape. At this time you go back to buying and selling stocks until year 10. In year 10, whoever is worth the most money is the winner.

The instructions were complete, but anyone familiar with the non-computer game has an added advantage. The strategies are basically the same (e.g. when doing really bad (losing), buy up Stryker Drilling Company and cross your fingers). This stock can be worth "rags or riches". Below are some comparisons between the computer (c) and non-computer (nc) versions of this game.

The (nc) version allows margin purchases (loans), but (c) does not.

The (nc) version had predetermined yields based on a par value of \$100 but the (c) version's yield is based on the current value of the stock (don't worry about this, the computer does the math).

In the (nc) version, since a player had to determine splits and when stocks no longer pay dividends, you knew when to expect them (at \$150 and \$50 respectively).

In the (c) version, the instructions do not tell you this, but from my own playing, it seems to use the same prices. Also, a company goes bankrupt if the stock price falls to zero, then it reissues the stock at a price of \$100.

Any player holding stock in a bankrupt company loses that stock.

The (c) version charges \$10 per stock traded per year, the (nc) version had no charge.

The (c) version updated the "news" from the (nc) version (cards), like references to Arabs and oil or Senator A.B. Scam

After having the program for 2 days I came across a BASIC ERROR in the program in its JOYSTICK handling routine. I was so involved in the game, I ignored it, and continued the game. The error showed up some more in that session, but when I looked at it, I could see no bug. I turned the Atari 800 off and on and never saw the bug ever again! (Its been two months.)

A personal note: when playing solitaire, I give myself a goal. My usual goal is to try to double my worth (to \$10,000), which is not easy.

In conclusion, I would recommend this game to anyone who liked the non-computer version. For anyone who is not familiar with the older non-computer game, but would like to dabble in the market without risking any (real) money, I would also recommend this game.

*

CYTRON MASTERS

a tactical wargame by SSI

Reviewed by Don Ursem - JACG

I sit here staring at the blinking LP cursor, not knowing quite what to say. Good wargames are easy to overlook; they never get the hype that the shoot-em-up arcade games do. And you sure can't tell the good ones from a quick look in the computer store. Try to ask the software peddler and you just get a shrug-- he's never opened the box before YOU wandered in. So what do you do? Believe some guy who writes a review somewhere? Look for clues? Well, here're some clues...

Despite the unlikely name, CYTRON MASTERS got a 9 rating in the ELECTRONIC GAMES 1983 SOFTWARE ENCYCLOPEDIA. STAR RAIDERS got an 8. the play/action rating (what's that?) made the difference. Then, too CM is one of my three favorite wargames. And I'm picky -- I even stayed up late back in 1980 and wrote one of these suckers which became a low-key classic-- In the 1983 BOOK of ATARI SOFTWARE mine still rated third (behind two by some guy name of Crawford) beating out two of SSI's other wargames. CM is right on, or awfully close to all the marks I shot for in game design and execution. You can play it in about a half hour; it's in BASIC, but it's fast, no waiting for the return move; it plays a good solitaire opponent so that when you lose, it was clearly YOUR fault, not just luck. (CM also offers two-player option).

There are four levels, from no-slouch to juggernaut challenge. And the game system -- how you make your moves, is clean, all joystick (sit back and relax), complex enough (you pick actions from command menus of about 8 items). And best of all it's realtime -- the opponent (or the computer) is continuously making his (or is it her) moves while you make yours. This keeps you really glued to the game. Sit back to think about it and you get outmaneuvered. (Yup, you can pause it if you want).

The graphics, although translated from the APFLE, are well done (although you should have a sharp display to easily distinguish different ship types) and there is constant motion on the screen as ships are launched, move, shoot and explode. Satisfying sound effects accompany all this. Oh, yes, the game. What is it about? Basically it's a space fleet to space fleet combat. Sort of a battle chess on a stylized board. The scenario, (which I don't care for) is about combat by proxy in the future, using cybernetic, or robot battlecraft of various types. (But feel free to think in terms of your own scenarios if you share my more violent imagination). The object is, coming across from one edge of the board, to penetrate the enemy battleline, reach and destroy his command center. Each side has the ability to build and place mobile mines, defensive armored blockships, offensive shooter ships, and a limited number of commander ships. This happens all during play, as long as

(vulnerable) friendly power centers remain intact to supply enough power.

You can direct any of your units to move in one of 4 directions (it will proceed along its programmed course for a while then will wait for further orders). Directing a commander along a course will also cause any nearby friendlies to move with it as a battle group. Skirmishing happens automatically as opposing units come in range. And there are even last ditch, real time missiles and anti-missile missiles that you can launch and steer by joystick. Since battle lines are constantly reforming and everything is in motion, the play can be as intricate as your strategy and reaction speed chooses to make it.

The mood and tension of battle are beautifully maintained, while the smooth game mechanics avoid both the too-complicated-commands syndrome and the opposite extreme of the Eastern Front always-the-same-joystick-move sensation. Well there it is. If all you like is Miner 2049'er, then CM probably isn't for you. Otherwise, go look for it, and see how fascinating computer gaming really can be.

*

Wayout

By Sirius software

Reviewed by Jonathan Harrod - JACG

If you're serious about gaming you have to have Wayout. It's the best thing around since Star Raiders--it's really that good! The idea is that someone has placed you in the middle of a maze and you must find your way out. Sound easy? It's not (believe me). The best part is that you see on the screen what you would see in real life! Perfect 3-D graphics.

Now, you're probably thinking, Sirius wouldn't let you get out by just wandering around. Well they didn't. They supplied you with a compass and a map-making tool, but they also threw in something to take them away from you: the infamous Cleptangle! (or Cleptomaniac Rectangle). He appears as your average spinning rectangle (white on one side, pink on the other) but he's MEAN. He'll take your compass and map-maker and then lead you on a wild goose chase until you corner him to get your equipment back, which usually takes a while (he's faster than you).

To make sure that you don't get bored Sirius threw in twenty-six mazes! Wayout also features game save, an option that lets you mark different places in the maze and return to them immediately, and, of course, AWESOME graphics and sound!

So if you want a REAL game and a lot of fun Wayout, the knockout hit from Sirius, is really the game for you. A handsome addition to any good game library. Also look for some of the other new games from Sirius, some of them are real good ones! Keep up the good work, Sirius, and here's to ya'!

*

REPTON...KILLER GAME
By Sirius Software

Review by Charles Scala

Do you like the thrill of solving mysteries? Does the thought of seeing hi-res graphics in real time enthrall you? Are you just drooling over the possibility of rotating a probe ship around a 3D alien ship? Well, if you are looking for any of these in your next game purchase, then Repton...Killer Game is not for you. But if you find the thought of flying around in space shooting alien craft to bits enticing, this may be what you are looking for.

The game comes in the latest in state of the art packaging. It took five minutes to finally break that annoying plastic with my fingernail. Inside, you will find the cover, in stunning red and blue with the little Sirius martian (?) in the corner. Inside of that you will find an ad for Sirius, an iron on patch that says, "Repton...Killer Game," on it, and finally the game disk. As a rule I never read the directions for the first few tries of a new game, but then again, there were none in the package. After loading, I found that the disk has two parts: The directions, and the game. The directions are simple enough: This is your ship which looks an awful lot like a Defender ship. Fly around on your playfield which looks an awful lot like the Defender playfield, and destroy everything that doesn't look friendly (You guessed it - none of them are friendly). If you need help, check in periodically with your long range scan (which, by the way, also looks an awful lot like the one on Defender). Also, the aliens are trying to steal energy from your ground stations to help them build an enemy base. You stop them by maneuvering your ship into the power beam that the alien ship made and absorbing the energy before it reaches the other ship.

You also have state of the art shields that make you totally safe, but also totally immobilized. If you can get past this level, the game should then change from an above ground game, to an underground one (a place where I never reached). If you are really stuck, you have five blow everything into little tiny bits except yourself bombs (funny, doesn't that feature sound familiar?). I've been poking a little fun at the similarities between Repton...Killer Game and Defender, but seriously, after a few games I doubt that you will think it is a me-too game from Sirius. In the what I generally think which we all know varies from one person to another department, here is what I generally think: Graphics: GOOD - very smooth - all of the shapes are well formed and are easy to distinguish Sound: YES - It has all of the warning tones, weapon firing and explosion sounds that you could ask for in such a game Response: GOOD -

when you point the stick in the other direction because a super mega blaster is about to spread your atoms all over the galaxy, it works.

All and all, Sirius has done a fine job with Repton...Killer Game. I wouldn't burn rubber all the way to the store to get it, but it does deserve a demo the next time you stop in to see what's new.

*

Picnic Paranoia
By Synapse Software

Reviewed by
Arthur Leyenberger - JACG

The name of this game has a nice ring to it and the cover art looks interesting, with an assortment of insects attempting to remove hot dogs, ketchup, pickles, etc. from a picnic table. As it turns out, the cover is a good representation of what the game is all about.

The game is easy to understand and you can begin playing immediately. The scenario is simple. George has gone on a picnic and an assortment of pests are intent on sharing his food. Ants come from all sides, bees buzz around and try to sting him (which temporarily paralyzes him) and spiders not only bite but weave their webs which impede his movement. If you don't swat the ants quickly enough they will carry off the food. The webs must be cleared to reach the ants and an attempt may be made to grab the food and bring it back onto the table. Bringing food back to the table is rather tricky and takes a while to master.

Points are earned for each insect swatted and for the amount of food remaining on the table after each ninety second round. Also, after the first 5000 points and each 10000 points thereafter, a can of bug spray sweeps across the screen exterminating everything in its path. *Nice touch!* The picnic is over when all of the food is gone. There is a cute end of game screen when the insects have won, which they always do.

If you are the kind of person who does not like to get ants in your pants or who leaps 10 feet into the air at the sight of a spider then *Picnic Paranoia* is for you. Why? Revenge. Here's your chance to swat all of the bugs that have ever gotten on your nerves in the comfort and privacy of your own home. The sound of swatting the bee is especially satisfying. If you want an especially challenging way to relieve your aggressions and hostilities then choose the night picnic option of the game. In the night picnic you are unable to see the insects except for your immediate area. Food can be observed being removed from the table so there is always an indication of where the pests are. Requires 48K and a disk drive. Also available on tape.

*

It's the anticlimactic event of the year. After months and months of advertising hype in all of the computer magazines, Zaxxon has been released by Datasoft on disk (requires 16K minimum but if you have 32K it will automatically load the more complete version of the game). It's really true, the disk version of the game is now a reality. Don't get me wrong, the Atari version of the game is a faithful reproduction of the arcade classic. I just have to yawn since I am so tired of seeing a product advertised for 6 months prior to its release.

Oh yes, the game. The 3D graphics are excellent (just like the coin-op) and the play is similar. You are piloting your space ship over alien territory blasting every thing you can find. There are walls to be flown over, fighter aircraft on the runway to be destroyed, missile launchers (both vertical and horizontal) to be eliminated and other assorted ground equipment to be obliterated. As you fly over this "industrial" terrain, you are shot at by vertical missiles and, at ground level, fighters and horizontal missiles. The joystick is used to fly up, down, left and right. An altitude indicator on the left side of the screen shows your vertical position which is useful for clearing the walls and other obstacles.

At the bottom of the screen is a gas gauge which shows your remaining fuel. Each time you blow up something your fuel is replenished. (My, wouldn't that be useful at rush hour on the freeway.) If you make it past the ground scene, you are then back in space shooting at and dodging enemy space ships. The enemy space ships are represented in a 3D view which is supposed to indicate altitude. I found this terribly confusing and could never get past this screen. I am told by experts (those under 30 years old) that the third and final screen is another ground view, faster and more deadly than the first. Finally, you see Zaxxon itself (I don't know if it is a he or a she) and must shoot it eight times to destroy it. If you succeed in destroying the Zaxxon, you go back to screen one at a faster pace.

For the hard-core shoot-em-up fan, this game is a must-buy. The graphics are good but take a while to get used to. I became frustrated with not being able to get past the second screen and therefore the game did not appeal to me. Perhaps I had trouble getting used to the 3D effect. I never really knew my altitude when trying to destroy the enemy ships. The enemy ships, however, had no trouble finding me!!

I would like to thank Earthrise Computer for lending me this game to review. Earthrise has recently done some remodelling and they are worth checking out. *

The Wizard And The Princess
By Sierra-On Line

Reviewed by Jonathan Harrod - JACG

Looking for a good graphic adventure? Well look no more, the Wizard And The Princess has arrived. The idea is this: You are passing through the desert village of Serenia when the town crier announces that the evil wizard, Harlin, has abducted the princess, Priscilla, and taken her to his castle in the mountains. The king is offering half of his kingdom to anyone who rescues her. So, being the poor traveler you are, you grab at the chance. But wait, you see no mountains! So, naturally you ask a villager. He points north and warns you about the perils, but you pay no heed and are on your way.

Believe me, it's not as easy as it sounds (the villager was right). First, you must cross the desert, then try to outwit a gnome, and then navigate an ocean in a rowboat to reach a pirate infested island! That's as far as I've gotten in about five hours of play. Still sound easy?

The Wizard And The Princess uses the full capacity of your computers graphics capability (it's only available on 48k disk). It supports game save, which, as you can guess, is VERY useful. It also has an option when first loaded to find out if you have a GTIA or CTIA chip in your computer.

Two out of the three flaws I found in the program are true of all graphic adventures: 1. the slowness of play; 2. the lack of moving graphics; and 3. the keyboard locks up when you get into the boat and try to look at it from inside (the only flaw so far in the PROGRAM). So be sure to save your game at various stages in play or else you might find yourself in a very difficult (and embarrassing) situation.

So if you have 48k, a disk drive, and the craving for a good, challenging, graphic adventure then go out to your local computer store (RIGHT NOW. STOP READING!) and pick up your copy of The Wizard And The Princess! A nice addition to your library - IF you enjoy graphic adventures, have a sense of humor, can take a lot of

frustration, and, most important, don't mind the \$32.95 price tag (although I'm sure you can get it for less). *

37. Type 0000 7F00 CDUMP and all 32,000 bytes of lower memory will pass by you on the screen. It takes a while, but you will realize that you never have to fly blind—you can peek at any portion of memory any time. C@ does a PEEK, C! does a POKE.

38. Type 0000 FF DUMP and you get a two-level dump (the hex version and the print equivalent or else a period if unprintable).

39. Type DCX and try 00 255 CDUMP, 0 255 #DUMP and 00 255 DUMP for the decimal equivalents.

40. Type DECOMP F and you get the source code that you entered.

DIFFERENCES BETWEEN BRODIE AND VALFORTH

41. Brodie and valForth are different. Enter the following on a blank screen and load the screen before each session with Brodie. You can then proceed through Brodie chapter 8 to about page 215 as if they were the same (but be aware that you will have to unlearn some of Brodie's commands). Read the hint on page 306. Skip the editing commands on pages 84-85 (you now have a much better editor).

```
( from brodie to valForth apr 83)
: ?DUP -DUP ; : NEGATE MINUS ;
: DNEGATE DMINUS ; : PAGE CLS ;
: U/MOD U/ ; : BLANK BLANKS ;
: EXIT ;S ; : 'S SP@ ;
: EMPTY ." not a word " ABORT ;
: ABORT" ." use ABORT " ABORT ;
: >IN IN ; : H DP ;
```

```
: VARIABLE 0 VARIABLE ;
```

```
( CREATE is <BUILDS if used with )
( DOES>. On page 216 ' GREET )
( EXECUTE Hello becomes ' GREET )
( CFA EXECUTE or ' GREET )
( 2- EXECUTE )
```

42. Here are some of the things you will have to know to get beyond page 215 of Brodie: the create command, the tick command, the execute command, the use of the disk, the use of the arrow, text input and output and how to compensate for the smaller size of the screen. Incidentally, TEXT in valForth is : TEXT HERE C/L 1+ BLANKS WORD HERE PAD C/L 1+ CMOVE ;

43. We will dispose of Brodie in the next tutorial and then we can get going on the fun stuff. So stay tuned !! (Did you see valForth in the May Creative Computing?)

*

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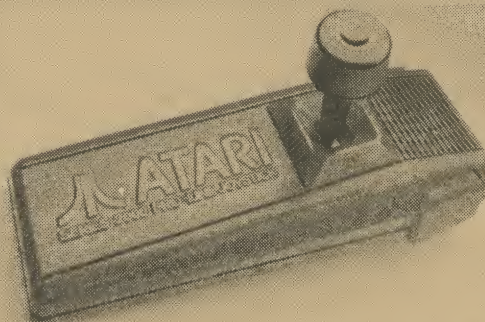
Speaking with Atari's software development team, we discovered that there are *three more* Atari VCS adaptations of major arcade hits on the schedule for the *first half* of 1983—and that's in addition to the four blockbusters featured in this issue!

We have to hold off on revealing the names of the games which are in the works for now—but nobody can blame us for giving you a few hints, right?

If all goes according to schedule, you'll find announcements of *two* important arcade game adaptations in the March issue of *Atari Age*. One is based on the Atari coin video game that was the *first* hit game ever programmed by a woman. The other is the home video version of a tremendously successful space game created by Namco Ltd.

Later in the year we'll have the home version of a current Atari coin video smash hit featuring a hopping heroine.

Let's see, that's *seven* arcade classics Atari is bringing home in the *first half* of 1983. No question about it—it's going to be a *great* year for video gaming!



any comfortable spot in the room. And since many of the latest games can be reset by simply pressing joystick trigger button, you can play for hours without ever touching the console.

We'll have all the details and ordering information in the next issue of *Atari Age*.

QIX

By Atari

Reviewed by Arthur Leyenberger - JACG

Qix has been around for nearly two years in the arcades. It is a challenging game that has been dubbed "electronic real-estate" because the object of the game is to amass (surround) as much of the screen area as possible. This is done by drawing boxes of color on the screen. The percentage of the screen that is currently occupied by these boxes is always displayed at the top of the screen. When 75 percent of the screen is occupied points are awarded and a new screen appears.

The boxes of color are created by making lines (Stix) with a cursor (the Marker). The Stix can be drawn at either a fast or a slow speed. So far this description sounds deceptively simple. Here's the catch. There is this spinning helix (called the Qix) which is constantly moving around the screen. If at any time it touches your Stix before you complete a box, your Marker is eliminated and you can try again. You get three Markers per game.

There are several other dangers. One is called Sparx. While you are drawing Stix, two little Sparx run around the Stix patterns and if they run across your Marker, you are wiped out. There is also a continuously shrinking red line at the top of the screen which indicates a predetermined time. The first three times the red line vanishes, two more Sparx appear to antagonize you, until there is a total of eight. The duration of the predetermined time interval may be varied from 10 to 90 seconds. The default duration is 40 seconds.

If at any time you stop drawing without completing a box, the Fuse ignites where you began and follows your Stix to destroy you. Only by moving again can you escape the dreaded Fuse. Finally, if you attempt to cross your own line with your Marker, the Fuse will start after you until you move sideways and turn back. If you are unfortunate enough to create a spiral, there is no hope. The fuse will start again and ultimately destroy your Marker.

Controls are simple and straightforward in this game. A joystick controls the direction of your Marker and the controller button controls the speed. A box drawn in the slow mode is colored red and a box drawn in fast mode is blue. Slow draw gives you more points but your Stix is vulnerable to the Qix for a longer period of time. As the game progresses a second Qix appears and things get pretty fast and furious.

Back to the Atari implementation of the game. Compared to the arcade version, the game runs a little on the slow side. Especially when a box is being colored in and when waiting for a new Marker to appear. This is no cause for alarm however, since it is still a challenging game.

The one unpardonable sin in this game is that it is really a one-player not a two-player game. In the two player mode, the first player uses all three of his or her Markers, then the second player does the same. That means that the first player completes the entire game before the second player gets a chance to play. Although I don't know why this was done this way, I know from personal experience that two players of uneven ability will never play the game together because neither the better or the worse player will want to sit on the sidelines until the other player finishes.

In spite of this drawback, Qix is still a fun, challenging game that will be enjoyed by the whole family, albeit one at a time. *

Sneakers

By Sirius Software

Reviewed by

Arthur Leyenberger - JACG

If you are headache prone, then this game will probably give you one. But it will be the most fun (and hectic) headaches you will ever have. The game starts off with these little critters with oversized shoes called Sneakers attempting to do a tap dance on your ship. You have five ships and your mission is to blast them into Sneaker oblivion. When you do, the next screen appears for more of the same.

Each subsequent screen presents different objects for you to shoot at. There are saucers, meteors, daggers, etc. The movement of the objects is different for each screen. For example, Sneakers tap dance, meteors fall like rain and daggers zig-zag before attacking. Once eight screens have been completed a new level is reached. Points are awarded for each object shot down and bonus points are scored for not losing any ships during a screen. Options include selecting a paddle or a joystick (a paddle gives you much better firing accuracy and control), choosing a difficulty level, pausing the game and turning off the music.

I'm a sucker for a fast action shoot-em-up game as long as I can start at an easy level and work my way up to the professional level. Sneakers is as good a game as any in this genre. The one problem though, is that the action is so hectic, I can only play this game in small doses (like a half hour) before my hand begins to cramp. This is especially true at the higher difficulty levels.

If you are a fan of the "If it moves - shoot it" type of game, you will like Sneakers. By the way, no need to read the manual before beginning play. Just boot it up and start shooting. Requires 48K and a disk drive. *

Final Flight

By MMG Micro Software

Reviewed by Arthur Leyenberger - JACG

It is finally here! The one you have been reading about for several months. The flight and landing simulator which allows you to experience the thrill of piloting a small airplane. Written in machine language, MMG's Final Flight is a real time simulation of landing an airplane, complete with cockpit view, working instruments and true flight dynamics. The plane responds just as a real one would - pull back on the joystick and you ascend, push forward on the joystick and you descend. The former decreases your airspeed and the latter increases it. Hold on though, don't try to climb or dive too steeply or you will approach a stall (the horizontal speed at which the flow of air over and under the wings can no longer provide lift for the plane).

The object of this game is to land the airplane safely. No aliens to annihilate, no energy dots to munch and no rivers or highways to cross. Simply land the plane. However, it's not that easy. As you approach the runway, you actually see the perspective change and the runway grow larger in proportion to your speed and altitude. Your instruments are accurate and supply enough information for the plane to be landed without visual cues (the fog game variation). Unlike a real airplane approaching a landing strip, this simulation may be halted at any time by pressing <CTRL> <I>, should a bologna sandwich or a trip to the comfort cabin be required.

The simulation is very good. In addition to controlling pitch (altitude) and speed, the pilot may operate flaps, brakes and even the pitch of the propeller to reverse thrust once you have landed and want to stop the plane quickly. There are 4 levels of simulation difficulty. The higher the difficulty level, the lower your vertical speed (ascent/descent) must be when you touch down. If you come down too fast, your landing gear will probably give out causing you to crash. One thing about crashes in this simulation - they are always fatal. Should you crash, a sympathy teletext is sent to the next of kin describing the reason for the crash.

Other options include instruments and a view of the runway, instruments only, and a view only. Also, you may choose normal weather or foggy weather. For a real treat, choose no instruments and foggy weather. Talk about seat of the pants flying!! There are other obstacles to worry about when landing in the higher levels as well. Other planes taking off and landing and a nearby building (the MMG executive towers) make landing both risky and challenging. Once you have landed, you have crosswinds and different length runways to contend with.

MMG Final Flight is a lot of fun, requires 24K RAM and is made right here in New Jersey. I recommend this game highly to anyone wanting a change of pace from the usual shoot-em-ups.

[I would like to thank Gemini Enterprises for lending me this game to review. Hey Bob, watch that stall speed, get that nose down, Bob.....]

*

PREPPIE

By Adventure International

Cassette [16k] \$29.95

Disk [32k] \$29.95

Reviewed by Vincent T. Murphy - JACG

This is an arcade-quality game that has excellent sound and graphics. The screen is divided horizontally in half with the lower portion representing a golf course green and the top half representing a river. In the center of the screen is an island. The green has golf carts, lawn mowers and tractors that move at various speeds across the screen. The object of the game is to scurry around the screen retrieving golf balls without being run over by a vehicle or landing in the river. The river is filled with canoes and logs that move and the player must leap frog across them in order to retrieve golf balls on the other side of the river. At the higher skill levels, alligators lurk in the waters and a giant frog must be dodged when the preppie is on the island.

The game starts off with 3 preppies (you can tell they are preppies because of the Bermuda shorts, Lacoste T-shirts, and Top siders) and from one to three golf balls. One golf ball is on the green and the other golf balls are across the river. To maneuver your preppie through all of the hazards and retrieve the golf balls to the bottom of the green is quite a challenge in this graphics extravaganza.

Preppie is a state-of-the-art game written in machine language which uses twenty eight colors for the display. It also plays several different songs throughout the game as the action takes place on the screen. One or two players can play and joysticks are required.

*



DISK DRIVE

MINER 2049er
BIG FIVE SOFTWARE
(16K ROM CARTRIDGE)

Reviewed by Walt Morris - JACG

Miner 2049er first strikes you as a simple game that you'll get tired of after the first hour of playing. Your first impression is that it is just another "climb and jump" game (like Donkey Kong) that requires simple reflexes and a smattering of hand-eye coordination. But first impressions can fool you, and they do here. Miner 2049er is my latest nemesis, a game to be conquered, with new problems to solve on each screen you clear.

The basic goal is to walk over the entire structure, changing the lattice-work into a solid color and scoring points for each block converted. There are, however, creatures inhabiting the structure that will cause grave consequences if you touch them. As in Pac-Man, touching any of several treasures located throughout the structure allows you to eliminate those nasties and collect bonus points for your efforts.

Once the entire structure is solid (whether you got all the bad guys or not), the screen clears and you are advanced to the next screen, or "station". Each station has its own features, such as slides, transporter chambers, or moving platforms. In the most advanced station, there is even a cannon you have to load and fire to get you to the various parts of the structure. All together there are ten different stations. As if that weren't enough, there are also 10 levels of difficulty, called "zones." You can start at any zone you want, but to get to the advanced stations (as John Houseman is fond of saying), "you have to EARN it."

You start with three "Bounty Bob"'s to accomplish your task, and another is added after 10,000 points. If you fail to complete a station, you start the same station all over again. After all of your Bobs are finally defeated, you are given a chance to enter your name with your score if you have beaten any of the scores in the current "top 10".

Two players are supported, but only from one joystick. You take turns playing, with your turn continuing until your Bob meets his demise. It would be better if the game used two joysticks, or at least gave you a choice whether to use one or two like Preppie does.

Overall, MINER 2049er is an excellent game which is easy enough to get started, but difficult to master once you are hooked. And even though it is hard, it doesn't get boring because you are always striving to get to the next station with new obstacles and new strategies to learn. And if you ever do get bored, try advancing the difficulty level. Even the easy first station becomes a hair-raising adventure when played at zone ten. *

ODIN
From Odesta Software

Reviewed by Arthur Leyenberger - JACG

Odin, a version of Othello™, is a fast-paced game in which the winner is seldom known until the last few pieces are played. Unlike Chess or Go, a good game of Odin may be completed in about a half hour.

The game is played on an 8 x 8 grid (a checkerboard) with each player having a number of small discs that are white on one side and black on the other. When the pieces are played, the exposed color indicates ownership. Pieces are captured by outflanking the opponents pieces and then flipped over. The goal of the game is to have the greatest number of pieces on the board at the end of the game. Odin conforms to the rules of the United States Othello Association.

Odin should be thought of as a computerized version of Othello™. This is because the computer implementation facilitates play by keeping track of, and displaying the score at all times and providing many options which enhance the enjoyment and understanding of the game.

Some of these options include: playing the computer at any of 14 levels of difficulty; using the computer screen to let two people play against each other; asking the computer for advice on your move at any time; setting up board positions and continuing play from there; and allowing the computer to play itself from predefined board positions to analyze different strategies.

Moves are made by placing a cursor on the desired square and pressing the paddle button (or return key). The piece is then placed on the square and captured pieces are flipped. Only valid moves are allowed. Odin's move is indicated by a blinking cursor. After examining the intended move, the player presses the controller button to execute it. At any time the player may force Odin to play his best move so far.

At the end of a game the player may start a new game, take back up to the last eight moves, or view a replay of the entire game move by move. Another option

is to list a complete record of moves on the screen using the standard notation. Odin by Odesta Software is both well conceived and nicely implemented. It is a quality game that will satisfy Othello™ players at all levels. The package includes excellent documentation including strategy hints and a history of the game. The purchaser has access to a toll-free hotline, and receives a subscription to Odesta's newsletter that discusses Odin, their other games and how they may be used to study artificial intelligence.

Odin is an excellent example of what state-of-the-art software should be.

*

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JACG NEWSLETTER - VOLUME 2, Number 10
June 1983

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